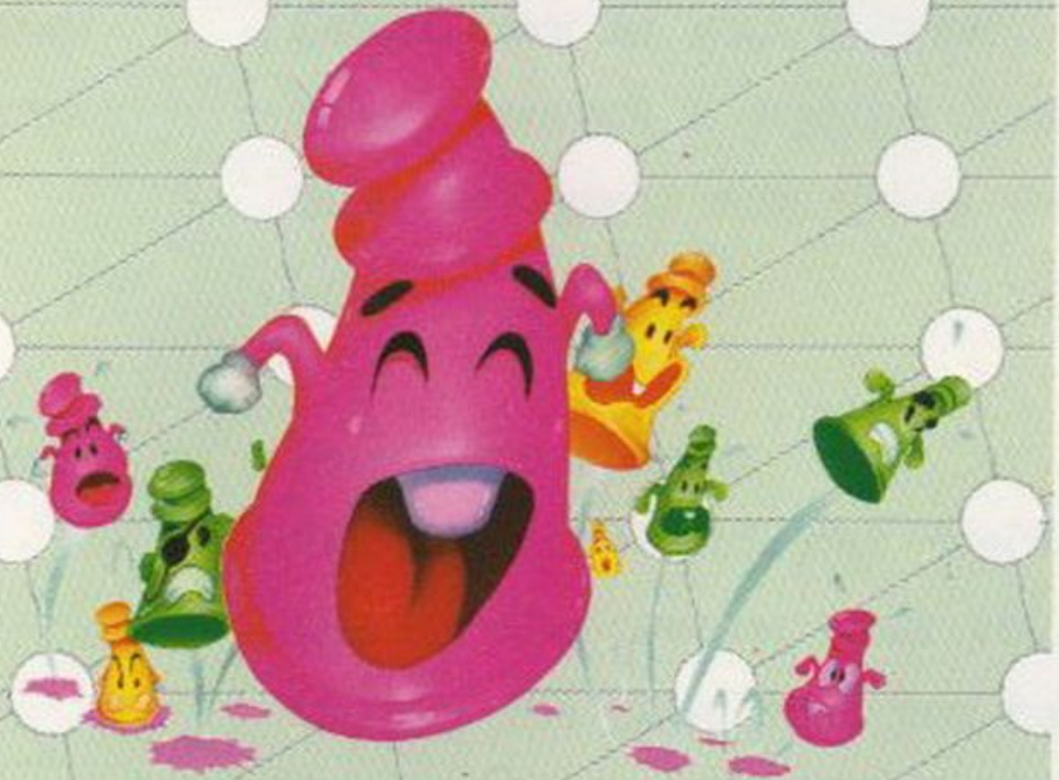
SACHEN®

CHINESE CHECKERS



TC–019 SACHEN®

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TC–019

CHINESE CHECKERS

CHINESE CHECKERS CONTROL SUMMARY

1. First Page	Players Mode
	(1 player, 2 or 3 players ; VS computer)
Up + Down Arrows	Select color of your checker
Left + Right Arrows	Select joystick 1, joystick 2 or computer
Start Button	Start the game also freeze the game.
2. Game Page	
Control Pad Arrows	Select the checker
	Select the path of your checker
Button A	Identify the checker what you have chosen
	Identify the path what you have chosen
	Jump after you identify the checker and path
Button B	Cancel the selection that you have taken

CHINESE CHECKERS

Thank you for selecting the cartridge of Thin Chen Ent., Co. Please read this instruction booklet carefully to ensure proper handling of your new game, and save this booklet for future reference.

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I. PRECAUTIONS

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V. BONUS

PRECAUTIONS

1) Store at room temperature. Do not subject to environmental extremes.

2) Always ensure that power is off before inserting or removing the cartridge from the Nintendo® system.

3) Keep contacts clean (do not touch them and store the cartridge in its box when not in use).

4) Do not try to open or disassemble the cartridge.

5) Do not sit too close to your television.

6) Do not clean the cartridge with chemical agents.

Nintendo, Nintendo Entertainment System and NES are trademarks of Nintendo of America, Inc..

II. INTRODUCTION

Jump ! Jump ! Jump to the world's competition. Each party composes 10 checkers, and you have to beat the other two players in order to win the prize, money and beauty.

During the game, all checkers of these three parties must keep jumping forward to the destination. Use your intelligence to interfere your rival's path so you will have all your checkers occupy your territory as fast as possible. Hurry ! jump to our contest, let's see who is the winner.

III. GAME CONTROL

1. First Page

	Players Mode (1 player, 2 or 3 players ; VS computer)
Up + Down Arrows	Select color of your checker
Left + Right Arrows	Select joystick 1, joystick 2 or computer
Start Button	Start the game also freeze the game.

2. Game Page

Control Pad Arrows	Select the checker Select the path of your checker
Button A	Identify the checker what you have chosen Identify the path what you have chosen Jump after you identify the checker and path
Button B	Cancel the selection that you have taken

Game Mechanics

1. Select your checker to jump : The one you selected will become larger, press Button A to identify or press Button B to cancel and use Control Pad to choose again.

2. Select your path : After you identify your checker, you should select the path to move your checker. Use Control Pad to decide your path, the white spot is your next position and press "Button A" to identify your path. You can repeat this action to decide your path if you want to jump cintinuously by one checker to your destination. And press "A" again to start jumping.

V. BONUS

The first Prize : 500 points

The Second Prize : 200 points

The third Prize : 100 points

The first winner （ who occupy his territory first ） can obtain extra 10 points of each step of second winner's remaining movement of the game.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna.
- Relocate the NES® with respect to the receiver.
- Move the NES® away from the receiver.
- Plug the NES® into a different outlet so that NES® and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions.

The user may find the following booklet prepared by the Federal Communications Commission helpful: HOW TO IDENTIFY AND RESOLVE RADIO-TV INTERFERENCE PROBLEMS. This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402. Stock N. 004-000-00345-4.

Note: NES® is the abbreviation for Nintendo Entertainment System®

CHINESE CHECKERS EVALUATION SHEET

NAME: _____ AGE: _____ SEX: _____

ADDRESS: _____

DATE: _____ / _____ / _____ PHONE #(Optional): ( ) _____ — _____

GRADING SCALE: 1: WORST 2:BAD 3:AVERAGE 4:GOOD 5:EXCELLENT

1). GAME'S OVERALL ENTERTAINMENT VALUE 1 2 3 4 5

2). COMPARED WITH GAMES THAT YOU PLAY REGULARLY 1 2 3 4 5

3). COMPARED WITH ALL EXISTING GAMES 1 2 3 4 5

4). VARIETY (ENEMIES, WORLDS, TRICKS, WEAPONS) 1 2 3 4 5

5). GRAPHICS (COLOR, DESIGN, ANIMATION) 1 2 3 4 5

6). SOUND EFFECTS (BACKGROUND MUSIC, ANIMATION) 1 2 3 4 5

7). DIFFICULTY LEVEL (1:TOO EASY...5: TOO DIFFICULT) 1 2 3 4 5

8). FLAWS OR PROBLEMS (1:NONE...5: TOO MANY)

PLACE
STAMP
HERE

SACHEN